

TABLE 1

Respondents who correctly classified activities in vignettes as innovative or non-innovative during the pilot study: 2019

(Percent)

Vignette number ^a	Brief description	Correctly classified innovative vignette as being innovative (%)	Correctly classified non-innovative vignette as not being innovative (%)	Reason for non-innovation not being innovative
1	Colorblind app	78.0	33.3	Work related
2	Fetch-o-matic	73.3	41.2	Work related
3	Math game	51.9	49.0	Work related
4	Sonic lung cleaner	94.4	50.0	Work related
5	Weeder-bike	89.1	32.0	Work related
6	Granny drone	85.2	41.5	Work related
7	Music app	68.0	42.9	Never used
8	Snail repellent	76.9	58.7	Never used
9	Shower converter	63.5	76.6	Never used
10	Murphy desk	41.7	84.0	Commercially available
11	Wheelchair coat	84.9	83.3	Commercially available
12	Sign-up bot	60.0	77.6	Commercially available
13	Doggie drawbridge	87.3	67.9	Commercially available
14	Gnip-gnop	70.8	50.0	Commercially available
15	Blind chess	79.2	81.8	Commercially available
16	Water-cooled bike	67.4	65.1	Not new
17	Woof! messaging app	80.0	59.2	Not new
18	Art show scheduler	71.4	61.2	Not new
19	Bill scanner	41.7	92.5	Not new
20	New plastic	73.7	80.0	Not new
21	Triple pot	47.2	51.4	Homemade
22	Mason jar cupcake liner	48.6	90.0	Not new

^a Complete vignettes are listed in appendix A.**Source(s):**

National Center for Science and Engineering Statistics, Individual Innovation Survey, 2019.